

3 UNIT GROUND

ROGUE OPERATIVE

2 REBEL • TROOPER 4

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

RAID 2 (This unit gets +2/+0 while attacking.)

STEVE MORRIS ©LFL ©FFG SOR • EN 194/252

2 UNIT GROUND

♦ **SABINE WREN**
EXPLOSIVES ARTIST

2 MANDALORIAN • REBEL • SPECTRE 3

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).

On Attack: You may deal 1 damage to the defender or to a base.

REBECCA FARROW ©LFL ©FFG SOR • EN 142/252

2 UNIT GROUND

♦ **SABINE WREN**
EXPLOSIVES ARTIST

2 MANDALORIAN • REBEL • SPECTRE 3

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).

On Attack: You may deal 1 damage to the defender or to a base.

REBECCA FARROW ©LFL ©FFG SOR • EN 142/252

2 UNIT GROUND

♦ **SABINE WREN**
EXPLOSIVES ARTIST

2 MANDALORIAN • REBEL • SPECTRE 3

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).

On Attack: You may deal 1 damage to the defender or to a base.

REBECCA FARROW ©LFL ©FFG SOR • EN 142/252

4 UNIT GROUND

♦ **K-2SO**
CASSIAN'S COUNTERPART

4 REBEL • DROID 4

OVERWHELM

When Defeated: For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

ROSS TAYLOR ©LFL ©FFG SOR • EN 145/252

4 UNIT GROUND

♦ **K-2SO**
CASSIAN'S COUNTERPART

4 REBEL • DROID 4

OVERWHELM

When Defeated: For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

ROSS TAYLOR ©LFL ©FFG SOR • EN 145/252

4 UNIT GROUND

♦ **K-2SO**
CASSIAN'S COUNTERPART

4 REBEL • DROID 4

OVERWHELM

When Defeated: For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

ROSS TAYLOR ©LFL ©FFG SOR • EN 145/252

6 UNIT GROUND

♦ **WRECKER**
BOOM!

7 FRINGE • CLONE 6

OVERWHELM

When Played: You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI ©LFL ©FFG SHD • EN 154/262

6 UNIT GROUND

♦ **WRECKER**
BOOM!

7 FRINGE • CLONE 6

OVERWHELM

When Played: You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI ©LFL ©FFG SHD • EN 154/262

6 UNIT GROUND

♦ **WRECKER**
BOOM!



7 FRINGE • CLONE **6**

OVERWHELM
When Played: You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI © LFL © FFG SHD-EN 154/282

3 UNIT GROUND

BATCH BROTHERS



2 REPUBLIC • CLONE • TROOPER **1**

When Played: Create a Clone Trooper token.

TATSIANA MAKSIUK © LFL © FFG TWI-EN 144/257

3 UNIT GROUND

BATCH BROTHERS



2 REPUBLIC • CLONE • TROOPER **1**

When Played: Create a Clone Trooper token.

TATSIANA MAKSIUK © LFL © FFG TWI-EN 144/257

3 UNIT GROUND

BATCH BROTHERS



2 REPUBLIC • CLONE • TROOPER **1**

When Played: Create a Clone Trooper token.

TATSIANA MAKSIUK © LFL © FFG TWI-EN 144/257

1 UNIT GROUND

SOLDIER OF THE 501ST



1 REPUBLIC • CLONE • TROOPER **3**

RAID 1 (This unit gets +1/+0 while attacking.)

KYLE PETCHOCK © LFL © FFG TWI-EN 141/257

1 UNIT GROUND

SOLDIER OF THE 501ST



1 REPUBLIC • CLONE • TROOPER **3**

RAID 1 (This unit gets +1/+0 while attacking.)

KYLE PETCHOCK © LFL © FFG TWI-EN 141/257

1 UNIT GROUND

SOLDIER OF THE 501ST




1 REPUBLIC • CLONE • TROOPER **3**

RAID 1 (This unit gets +1/+0 while attacking.)

KYLE PETCHOCK © LFL © FFG TWI-EN 141/257

3 UNIT GROUND

♦ **ANSOKA TANO**
ALWAYS READY FOR THROUBLE



3 FORCE • JEDI • REPUBLIC **4**

While you control fewer units than an opponent (including this unit), this unit gains **AMBUSH**.
Action [🟢]: Return this unit and each upgrade on her to their owners' hands.

PRIMA FIDELIS © LFL © FFG TWI-EN 104/257

3 UNIT GROUND

♦ **ANSOKA TANO**
ALWAYS READY FOR THROUBLE



3 FORCE • JEDI • REPUBLIC **4**

While you control fewer units than an opponent (including this unit), this unit gains **AMBUSH**.
Action [🟢]: Return this unit and each upgrade on her to their owners' hands.

PRIMA FIDELIS © LFL © FFG TWI-EN 104/257

3 UNIT GROUND

◆ **ANSOKA TANO**
ALWAYS READY FOR TROUBLE

3 FORCE • JEDI • REPUBLIC 4

While you control fewer units than an opponent (including this unit), this unit gains **AMBUSH**.
Action [1]: Return this unit and each upgrade on her to their owners' hands.

FRANÇOIS CANNELS © LFL © FFG TWE • EN 104/252

2 UNIT SPACE

GREEN SQUADRON A-WING

1 REBEL • VEHICLE • FIGHTER 3

RAID 2 (This unit gets +2/+0 while attacking.)

FRANÇOIS CANNELS © LFL © FFG SOR • EN 144/252

2 UNIT SPACE

GREEN SQUADRON A-WING

1 REBEL • VEHICLE • FIGHTER 3

RAID 2 (This unit gets +2/+0 while attacking.)

FRANÇOIS CANNELS © LFL © FFG SOR • EN 144/252

2 UNIT SPACE

GREEN SQUADRON A-WING

1 REBEL • VEHICLE • FIGHTER 3

RAID 2 (This unit gets +2/+0 while attacking.)

FRANÇOIS CANNELS © LFL © FFG SOR • EN 144/252

3 UNIT SPACE

◆ **RED THREE**
UNSTOPPABLE

2 REBEL • VEHICLE • FIGHTER 3

RAID 1 (This unit gets +1/+0 while attacking.)
 Each other friendly [1] unit gains **RAID 1**.

FERNANDO CORREA © LFL © FFG SOR • EN 144/252

3 UNIT SPACE

◆ **RED THREE**
UNSTOPPABLE

2 REBEL • VEHICLE • FIGHTER 3

RAID 1 (This unit gets +1/+0 while attacking.)
 Each other friendly [1] unit gains **RAID 1**.

FERNANDO CORREA © LFL © FFG SOR • EN 144/252

3 UNIT SPACE

◆ **RED THREE**
UNSTOPPABLE

2 REBEL • VEHICLE • FIGHTER 3

RAID 1 (This unit gets +1/+0 while attacking.)
 Each other friendly [1] unit gains **RAID 1**.

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1 UNIT SPACE

CARTEL TURNCOAT

2 UNDERWORLD • VEHICLE • FIGHTER 3

BOUNTY — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

SEBASTIÁN GUIDOBONO © LFL © FFG SOR • EN 195/252

1 UNIT SPACE

CARTEL TURNCOAT

2 UNDERWORLD • VEHICLE • FIGHTER 3

BOUNTY — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

SEBASTIÁN GUIDOBONO © LFL © FFG SOR • EN 195/252

1 UNIT SPACE

CARTEL TURNCOAT



2 UNDERWORLD • VEHICLE • FIGHTER 3

BOUNTY — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

SEBASTIAN GUIDOBONO © LFL © FFG SWD • EN 195/292

3 UNIT GROUND

♦ JESSE

HARD-FIGHTING PATRIOT



4 REPUBLIC • CLONE • TROOPER 4

RAID 1 (This unit gets +1/+0 while attacking.)
When Played: An opponent creates 2 Battle Droid tokens.

GENIS MEDRI © LFL © FFG TWI • EN 143/237

3 UNIT GROUND

♦ JESSE

HARD-FIGHTING PATRIOT



4 REPUBLIC • CLONE • TROOPER 4

RAID 1 (This unit gets +1/+0 while attacking.)
When Played: An opponent creates 2 Battle Droid tokens.

GENIS MEDRI © LFL © FFG TWI • EN 143/237

3 UNIT GROUND

♦ JESSE

HARD-FIGHTING PATRIOT



4 REPUBLIC • CLONE • TROOPER 4

RAID 1 (This unit gets +1/+0 while attacking.)
When Played: An opponent creates 2 Battle Droid tokens.

GENIS MEDRI © LFL © FFG TWI • EN 143/237

2 EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $\frac{0}{0}$ for this attack.



ARIO MURTI © LFL © FFG SOR • EN 220/252

2 EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $\frac{0}{0}$ for this attack.



ARIO MURTI © LFL © FFG SOR • EN 220/252

2 EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $\frac{0}{0}$ for this attack.



ARIO MURTI © LFL © FFG SOR • EN 220/252

3 EVENT

FOR A CAUSE I BELIEVE IN

INNATE

Reveal the top 4 cards of your deck. For each $\frac{0}{0}$ card revealed this way, deal 1 damage to an enemy base. You may discard any of the revealed cards and put the rest back on top of your deck in any order.



ERIC HIBBELER © LFL © FFG SOR • EN 152/252

3 EVENT

FOR A CAUSE I BELIEVE IN

INNATE

Reveal the top 4 cards of your deck. For each $\frac{0}{0}$ card revealed this way, deal 1 damage to an enemy base. You may discard any of the revealed cards and put the rest back on top of your deck in any order.



ERIC HIBBELER © LFL © FFG SOR • EN 152/252

3 **EVENT** **FOR A CAUSE I BELIEVE IN**
INNATE

Reveal the top 4 cards of your deck. For each  card revealed this way, deal 1 damage to an enemy base. You may discard any of the revealed cards and put the rest back on top of your deck in any order.



ERIC HIBBELER © LFL © FFG SOR • EN 152/252

2 **EVENT** **BREAKING IN**
TACTIC

Attack with a unit. It gets  and gains **SABOTEUR** for this attack. (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)



DAVID NASH © LFL © FFG TWI • EN 224/257

2 **EVENT** **BREAKING IN**
TACTIC

Attack with a unit. It gets  and gains **SABOTEUR** for this attack. (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)



DAVID NASH © LFL © FFG TWI • EN 224/257

1 **UPGRADE** **HOTSHOT DL-44 BLASTER**



Attach to a non-VEHICLE unit.
SMUGGLE  

When played using SMUGGLE: Attack with attached unit.

+2 **HOTSHOT DL-44 BLASTER** **+0**
 ITEM • WEAPON

ESLAM ABOSHADY © LFL © FFG SHD • EN 174/262

1 **UPGRADE** **HOTSHOT DL-44 BLASTER**



Attach to a non-VEHICLE unit.
SMUGGLE  

When played using SMUGGLE: Attack with attached unit.

+2 **HOTSHOT DL-44 BLASTER** **+0**
 ITEM • WEAPON

ESLAM ABOSHADY © LFL © FFG SHD • EN 174/262

1 **UPGRADE** **✦ AHSOKA'S PADAWAN LIGHTSABER**



Attach to a non-VEHICLE unit.
When Played: If attached unit is Ahsoka Tano, you may attack with a unit.

+2 **✦ AHSOKA'S PADAWAN LIGHTSABER** **+0**
 ITEM • WEAPON • LIGHTSABER

ARTHUR MOUGNE © LFL © FFG TWI • EN 248/257

1 **UPGRADE** **✦ AHSOKA'S PADAWAN LIGHTSABER**



Attach to a non-VEHICLE unit.
When Played: If attached unit is Ahsoka Tano, you may attack with a unit.

+2 **✦ AHSOKA'S PADAWAN LIGHTSABER** **+0**
 ITEM • WEAPON • LIGHTSABER

ARTHUR MOUGNE © LFL © FFG TWI • EN 248/257

1 **UPGRADE** **✦ AHSOKA'S PADAWAN LIGHTSABER**



Attach to a non-VEHICLE unit.
When Played: If attached unit is Ahsoka Tano, you may attack with a unit.

+2 **✦ AHSOKA'S PADAWAN LIGHTSABER** **+0**
 ITEM • WEAPON • LIGHTSABER

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